

GAME BOY ADVANCE

SHREK 2™

BEG FOR MERCY!

AGB-BSIE-USA

INSTRUCTION BOOKLET

ACTIVISION.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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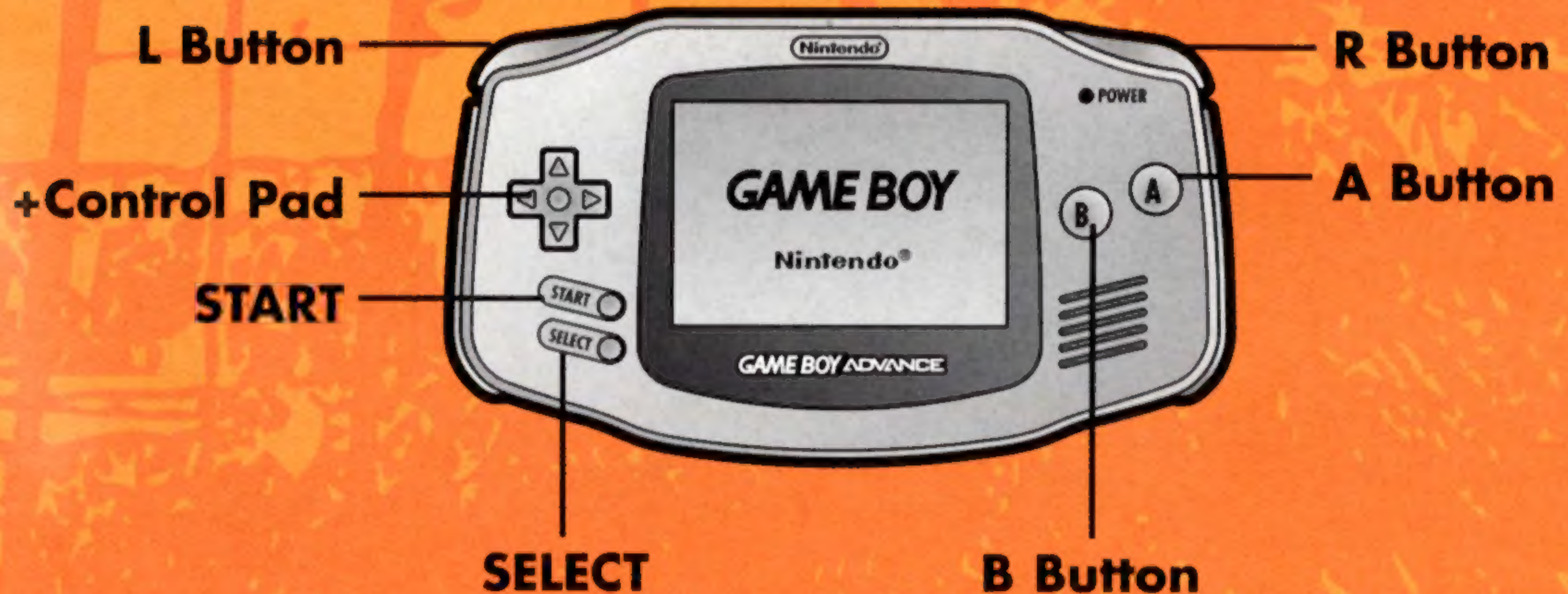
Getting Started

- Make sure the POWER switch is OFF.
- Insert the *Shrek 2:™ Beg for Mercy!* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.
- To skip the introductory sequence, press **START**.

Note: The Shrek 2:™ Beg for Mercy! Game Pak is for the Game Boy® Advance system only.



Game Boy[®] Advance Controls



The Tale of Puss in Boots™

Once upon a time, in a land far from Far Far Away, there was a swashbuckling cat in search of fame and fortune. He worked hard for his master to help defeat an evil ogre and asked only for a pair of boots in return.

One day, while wearing his expensive new Corinthian footwear, he saw an ad for the Poison Apple. The ad for this distant establishment promised adventure and excitement. Being a famed ogre killer of myth and song, with all his swashbuckling finesse, he was looking for just that.



Join Puss in Boots in *Beg for Mercy!* as he journeys to the Poison Apple and beyond and find out how he becomes part of the tightest group of friends ever found in the fairytale world.

Menu Controls

- Highlight Menu Selection **↑, ↓, ←, →** on the +Control Pad
- Confirm Selection **A** Button
- Return to Previous Menu **B** Button
- Pause/Return to Game **START**



Start Game

Choose **Start Game** to begin a new adventure or continue an existing one. The *Shrek 2™ Beg for Mercy!* Game Pak can store up to 3 separate adventures.

To begin a new game, choose a slot that says **New Game**. Select three letters to name your game using the +Control Pad to highlight letters and the **A** Button to select or the **B** Button to backspace. Once you've finished, make sure to click **OK** in the bottom right corner.



To load a previously saved game, select one from the list and press the **A** Button.

Note: Saved games show the percentage of the game that's complete.

If you wish to erase a saved game, choose the **Erase** option, select the game you want to erase and press the **A** Button. You'll be asked to confirm you want to erase this data. To confirm, choose **Erase**, then press the **A** Button. To cancel, choose **Cancel** and press the **A** Button.

Note: Once data is erased, it's unrecoverable.



Scrolls

Each scroll contains at least 5 levels, and there are 4 scrolls. When you first begin, you'll only be able to choose the first scroll. When you complete all the levels in the open scroll, the next one will unlock.



Game Controls



Puss in Boots

- Jump **A** Button
- Double Jump **A** Button, press the **A** Button again
at top of jump
- Standing Attack . . **B** Button while standing
- Combo Attack . . . **B** Button multiple times while standing
- Dash Attack **B** + ↓ on the +Control Pad
while walking left or right
- Crouch ↓ on the +Control Pad
- Crouch Attack ↓ on the +Control Pad and **B** Button
- Combo Crouch Attack ↓ on the +Control Pad and **B** Button
multiple times
- Air Attack **A** Button to jump,
then **B** Button to attack



Sword Dive **A** Button then **B** Button and ↓
on the +Control Pad

*Note: Puss in Boots' sword dive can be used to
bounce off enemies to reach higher locations.*

Block High **R** Button

Block Low **R** Button and ↓ on the +Control Pad

Climb Diagonal Chains/Vines ↑ on the +Control Pad plus direction
of incline + **A** Button

Climb Wall Hold the direction of the wall
plus **A** Button repeatedly

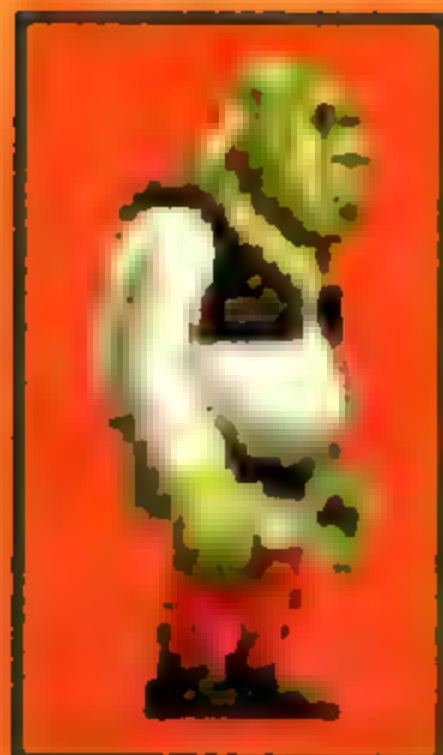
Climb Vertical Chains/Vines ↑ or ↓ on the +Control Pad while
on vine/chain

Grab Wall Push direction of wall

Stun Enemies Hold **L** Button

*Note: Stun works on peasants, pumpkin farmers,
archers, frogs, rats and stone golems.*

*Tip: Some combat moves are better suited for some enemies.
Try various combinations to see what works for you.*



Shrek

- Jump **A** Button
- Punch **B** Button
- Body Slam **A** Button to jump, press **B** Button
at top of jump
- Pick up/
Drop Object Stand directly behind object,
then press **B** Button



Donkey

- Jump **A** Button
- Kick **B** Button
- Kick Object Stand next to object, hit **B** Button
- Spinning Kick **A** Button to jump, press **B** Button at
top of jump



Coins

You'll find coins lying around in each level. To collect a coin, simply touch it. Collect all the coins from all the levels within a scroll and you will unlock a Bonus mini game. The Bonus mini games appear in a 5th scroll selectable from the scroll select screen. The scroll select screen is available once the game has been completed and at least one mini game is unlocked. Please note that some enemies hold coins.



Story Scenes

During the game, you'll see story scenes that will take you through the game. To advance through the scenes, press the **A** Button. To skip all the scenes, press **START**.



Once upon a time there was a
cat with high ambitions. To
help his master make a good

In-Game Display



Character Portrait

The top left corner of the screen shows a portrait of the character you're controlling.

Health Bubbles

Just underneath the portrait, there are health bubbles. Health bubbles are red when full and black when empty. All characters have 4 health bubbles. When you run out of health bubbles, your character will faint and you'll have to start the level over. Replenish health with items you find.

Coins Collected

In the top right corner of the screen, there's a shining gold coin followed by two numbers. The first number shows the number of coins you've collected. The second number shows the total number of coins in that level. If there's nothing in the top right corner, there are no coins to collect in that level.



Talking to Others

Sometimes you'll come across a character who wants to talk to you. You'll see a picture of the **B** Button appear above the character. Stand next to the character you want to speak to and press the **B** Button. Once you're talking, press the **A** Button to move to the next page, or press **START** to finish talking immediately.

Pause Menu

If you press **START** during gameplay, you see the Pause menu. This menu contains the following options:

Resume

Press the **A** Button when this is selected to go back to your game.



Quit Level

Choosing this will ask you for confirmation, and if you choose to quit, you'll be taken back to the level select screen.

Sleep

Entering Sleep Mode allows you to conserve battery power without losing your current progress. To enter Sleep Mode, highlight the Sleep option and press the **A** Button. To wake your Game Boy Advance, press **SELECT + L + R** Buttons simultaneously.

Sound

Music Volume adjusts the music volume. SFX Volume adjusts the sound effects volume.



Items



Small Health*

Small health restores one health bubble.

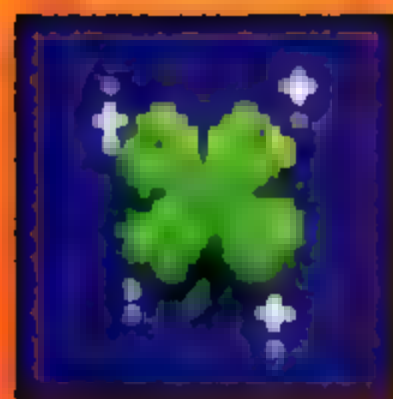


Full Health*

Full health restores all health bubbles.

**Note: Health bonuses will be picked up whether they are needed or not.*





Four-Leaf Clover

This lucky item allows you to take 1 hit without losing any health bubbles. It also replenishes 1 health bubble if your character is not at full health.



Fairy

When you have the Fairy, press and hold the **A** Button to make you fall very slowly. You'll fall at a normal pace if the **A** Button is released. This lasts 10 seconds.



Rotten Apple

If you're carrying a rotten apple, activate it at any time by pressing and holding the **B** Button. This causes an explosion, and all nearby enemies will be destroyed.



Shield

The shield allows anyone carrying it to be impervious to harm. However, the shield weighs so much you won't be able to jump when holding it. This lasts 5 seconds.



Keys

Keys are sometimes necessary to open doors. If you find a door you can't open that has a keyhole, look nearby for a key. Pick up a key by walking over it. Sometimes you will need to defeat an enemy to get a key.



Platforms



Logs and Boxes

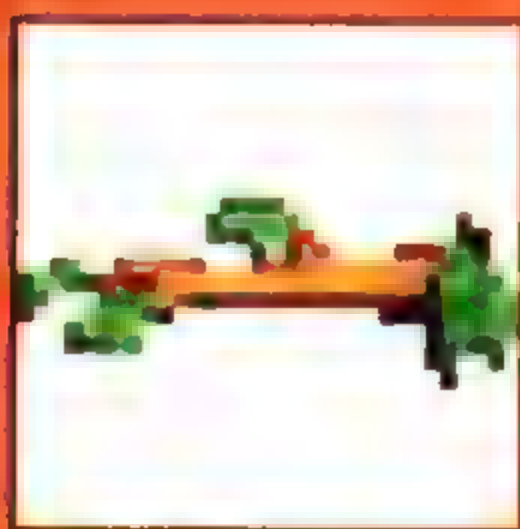
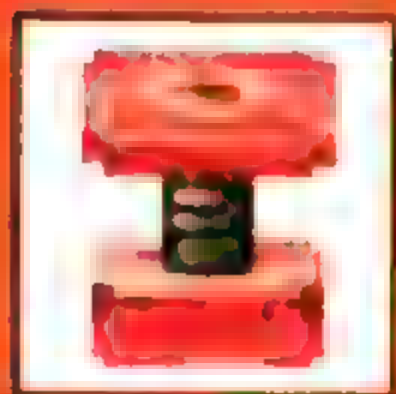
Short logs and boxes are found throughout the game. They're useful for getting to those hard-to-reach areas, since anyone can stand on top of them. The logs and boxes can also be stacked, and other items can be placed on them. They can be picked up by Shrek and kicked forward by Donkey. For more information, see the controls section.





Mushrooms and Springboards

Both mushrooms and springboards can be used to reach very high areas. Like logs, they can be picked up by Shrek and kicked forward by Donkey. They can be Body Slammed by Shrek for extra height.



Tree Limbs and Flagpoles

Certain types of tree limbs, like the one shown, and flagpoles can be used like a springboard. They cannot be moved, however. They can be Body Slammed by Shrek for extra height.

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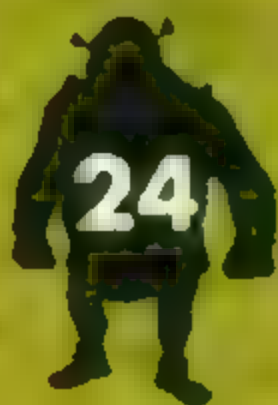
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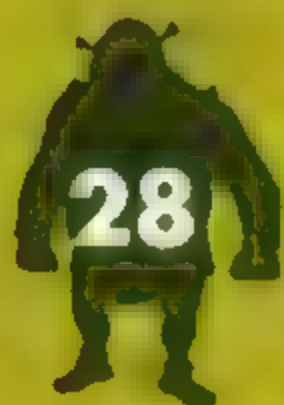
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is a great white lie.

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DREAMWORKS Shark Tale™



AVAILABLE NOW!



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